COMMAND SUMMARY CARD
POPULOUS™

Your package includes one disk, a manual, and this Command Summary card.
Please refer to this card for information that applies only to the IBM version of
Populous.

Boot your computer with DOS (any version from 2.10 to 3.3) before you install
or start Populous.

INSTALLING THE GAME
Installing Populous onto your hard drive or floppy disk(s) is easy with the
install program. You can install your game onto any of the following:

- A hard disk
- Two 5.25 inch 360K floppy disks (CGA & Hercules users need only one
  disk)
- One 3.5 inch 720K floppy disk
- One hi-density floppy disk

Note: Because you can install using only one disk drive, you must install to
the same size disk as your original Populous disk.

Floppy Disk Users
Format the disk(s) first. (See your DOS manual for information on format-
ting disks.) Label the disk "POPULOUS GAME DISK." 360K 5.25 inch
floppy disk users need to format a second disk and label it "POPULOUS
LANDSCAPE DISK."

Note: When you're installing your game, the program asks you to insert a
blank disk in the same drive that the program is currently in. Even if you
have more than one disk drive, you must remove the original Populous
disk, insert your blank disk in the same drive, and press **Enter**.

Hard Disk Users

The game will be installed in a directory of your choice. If you don't enter a directory name, Populous will be installed to a directory called POPULOUS.

HURTUOLD

To Install Populous

1. Put the program disk in drive A or B, type **A:** or **B:**, whichever drive you put the disk in, and press **Enter.**
2. Type **INSTALL,** and press **Enter.**
3. Follow the onscreen prompts to install your disks.

PLAYING ON A HARD DRIVE

Note: If you want to play with a mouse, first load your Microsoft-compatible mouse driver.

1. Type **C:** and press **Enter** (we're assuming your hard drive is C; if it isn't, type the appropriate letter).
2. Type **CD \POPULOUS** and press **Enter.** Note: POPULOUS was the default directory when you installed the game. If you used another directory name, type that in place of POPULOUS.
3. Type **POP** and press **Enter.**
4. Select TUTORIAL, CONQUEST, or CUSTOM. See the manual for information on these choices. There is no demo in this version of Populous.
5. At the prompt, enter your name and press **Enter.**
6. You're shown a shield. Find the shield in this Command Summary Card, enter its name, and then press **Enter.** Play close attention to the shield you're shown. Some shields are different only in how wide the stripes are.

Note: If you chose TUTORIAL, you begin in Pause mode. Select Pause by pressing **Z** to turn it off.

PLAYING ON FLOPPY DISKS

JOSDEBOY

☞ **You can't play the game with the original disk.
You must first install the game.**

Note: If you want to play with a mouse, first load your Microsoft-compatible
mouse driver.

1.   Put the *copy* of your Populous Game Disk in a drive and make sure you're
at that drive's prompt. For example, if you put the disk in drive A, type **A:**
and press **Enter**.
2.   Type **POP** and press **Enter**. The game will load and you'll go to the Main
menu.
3.   Select TUTORIAL, CONQUEST, or CUSTOM. (See the manual for infor-
mation on these choices. There is no demo in this version of Populous.) If
prompted, remove the Populous disk, insert the Landscape disk, and select
OK or press **0** on the keypad.
4.   At the prompt, enter your name and press **Enter**.
5.   You're shown a shield. Find the shield in this Command Summary Card,
enter its name, and then press **Enter**. Play close attention to the shield
you're shown. Some shields are different only in how wide the stripes are.

Note: If you chose TUTORIAL, you begin in Pause mode. Select Pause by
pressing **Z** to turn it off.

5.25 floppy disk users: You're prompted to switch disks during the game
when necessary. When you're asked to insert a disk, remove the Populous
disk from its drive and insert the requested disk in that same drive. Do this
even if your disk is in a drive other than the drive the program specifies.

You'll need to have blank formatted disk(s) ready if you want to save your
games. See your DOS manual for information on formatting disks.

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CONTROL DEVICE

In addition to your mouse and keyboard, you can also use an analog joystick. If you have both a mouse and a joystick, then Populous will use the mouse as a default. You can toggle between control devices by repeatedly pressing the Change Pointer Type key **Ctrl-M**. Look at the Book of Worlds; you're in Keyboard mode if you see two cursors, a crosshair and a square. To see if you're in Joystick or Mouse mode, move that control device to see if it works.

TIMDIDOR

If you use a joystick, the buttons correspond to the two mouse buttons referred to in the manual. Experiment with the joystick buttons to see which one corresponds to the function you want to use.

Note: If you load Populous with only a joystick connected, you must use the keyboard until you reach the Game Play screen. Then press Ctrl-M until your joystick is activated.

PLAYING IN KEYBOARD MODE

Because using the keyboard can be a handicap, there are features available only to keyboard users to help you even the odds.

• You have two cursors on the Book of Worlds; the active cursor is a crosshair and the inactive cursor is a square. Press **F1** to toggle between these two areas and zoom the Closeup Map to the new active cursor. This allows you to quickly switch locations on the Book of Worlds.

• Use the cursor keys to move the cursor around the closeup map.

• Hold down **Shift** and use the cursor keys to move the active cursor (the crosshair) around the Book of Worlds. This will also move the closeup map over the landscape.

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CALKOPPAL

- Hold down **Alt** and use the cursor keys to move the active cursor (the crosshair) around the Book of Worlds in large increments. This will also move the closeup map over the landscape.

- Hold down **Control (Ctrl)** and use the cursor keys to move the inactive cursor (the square) around the Book of Worlds.

- Pressing the Zoom To Small Settlement key **F7** will zoom the Closeup Map to a building that is not a castle. Press **F7** again to move to the next small settlement.

- If you place the cursor on the lowest point of a building on the closeup map, and then press the Computer Helps Build Castle key / (slash), the computer will try to flatten out enough land to convert that building into a castle if you have enough energy and if the settlement is not too close to the edge of the world.

- Pressing the Computer Helps Raise key * (on the keypad) will raise a point up twice and down once. This is an energy efficient method of building flat land.

- Pressing the Put Shield On key **Num Lock** will place a query shield on either a walker or a settlement within the closeup map. Subsequent presses will place the shield on another walker or settlement within the Closeup Map.

- In menus, use the up and down cursor keys to highlight an option. Press **Enter** to select that option, press **Ins** (or **0** on the keypad) to select OK, and press **Del** to select Cancel.

- Some menu options, like Baud Rate for example, have several settings. Press the left and right keypad cursor keys to choose your setting.

SCOQAZPERT

- In the Save and Load menus, press **Tab** to toggle between the two prompt boxes Folder and File. To choose a different drive, backspace over the text in the Folder box and type the drive you wish to access followed by :/. For example, to change to drive A, type **A:/.** (Don't type the period.)

KEYBOARD COMMANDS

IMPORTANT: Some of these commands work in all modes, but not all of them. If a command doesn't work for you, enter Keyboard mode to use it. If your keyboard doesn't have the key listed, or the key doesn't work, use the program TRANS.EXE described later to redefine your keys. The following list of keys is in the same order as the list in TRANS.EXE.

For an explanation for some of these keys that are not in the manual, see the previous section, *Playing in Keyboard Mode.*

Game Functions

Decrease Game Speed	Shift-S	(Hold down the key)
Increase Game Speed	Alt-S	(Hold down the key)
Game Setup	G	
Pause/Unpause	Z	
His Game Balance	B	
Your Game Balance	Shift-B	
Quit Populous	Ctrl-Esc	
Computer Helps Build Castle	/	
Computer Helps Raise	* (on the keypad)	

Icons

Raise Land	+ (on the keypad)
Lower Land	Enter
Place Papal Magnet	P
Earthquake	Q

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SWAELAS

SHIOGOAL

Swamp	S
Knight	K
Volcano	V
Flood	F
Armageddon	W
Put Shield On (Query)	NumLock
Swap View With Map Cursor	F1
Zoom to Shield	F2
Zoom to Knight	F3
Zoom to Battle	F4
Zoom to Magnet	F5
Zoom to Leader	F6
Zoom to Small Settlement	F7
Zoom to Settlement	F8
Settle Mode	Shift-F1
Gather then Settle	Shift-F3
Fight then Settle	Shift-F4
Go to Papal Magnet Mode	Shift-F2
Change Pointer Type	Ctrl-M

Cursor Functions

Move Cross Up	Cursor Up
Move Cross Down	Cursor Down
Move Cross Left	Cursor Left
Move Cross Right	Cursor Right
Move Cross Up Left	Home
Move Cross Up Right	PgUp

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│   ▟▓▓▓▓▓▙        │
│  ▟▓::::::▓▙      │
│  ▓::::::::▓      │
│  ▓::::::::▓      │
│   ▜▓::::▓▛       │
│    ▜▓▓▓▛         │
│  KILLCEAL        │
└─────────────────┘
```

Move Cross Down Left	End
Move Cross Down Right	PgDn

Press **Shift** along with these keys to scroll the view on the Closeup Map. This also moves the location of the active cursor (the crosshair) on the Book of Worlds.

Press **Alt** along with these keys to scroll the view on the Closeup Map in large increments. This also moves the location of the active cursor (the crosshair) on the Book of Worlds.

Press **Ctrl** along with these keys to move the inactive cursor (the square) on the Closeup Map. When you press **F1** your active and inactive cursors switch places, changing your view on the Closeup Map.

Special Functions
Music On/Off Toggle	F10
Sound Effects On/Off Toggle	Shift-F10
Serial Send Message	F9 (only in Two Player mode)

Paint Functions
Place Good People	F1
Place Good Leader	Shift-F1
Place Evil People	F2
Place Evil Leader	Shift-F2
Place Trees	F3
Place Rocks	F4
Remove Object	F5

Good's Mana Up	F6
Good's Mana Down	Shift-F6
Evil's Mana Up	F7
Evil's Mana Down	Shift-F7
Reflect World	F8
Clear Map	F9
Move To Next Terrain	=
Move To Last Terrain	-

In Menus

Select	Enter
OK	Ins (or 0 on the keypad)
CANCEL	Del
Change Prompt	Tab
Up Option	Cursor Up
Down Option	Cursor Down
Select Up	Cursor Left
Select Down	Cursor Right

REDEFINING YOUR KEYS USING TRANS.EXE

The keys listed above are changable. Use the TRANS.EXE program to redefine the keyboard.

Before loading Populous, instead of typing POP to load the game, type **TRANS** and press **Enter**. You'll see six options. Enter the number of your choice and press **Enter**.

BURSODJOB

1. **Read in Default Keyboard Table**
   Loads the default keyboard table KEYS.DEF. Use this if you make a mistake defining your own keyboard table and wish to start over again.

2. **Save Keyboard Table**
   Saves the currently defined keyboard table in the DATA subdirectory under the name KEYS.DAT. *Before you save a new keyboard table, make a backup of the file KEYS.DAT so you can recover it if you make a mistake.* This must be done from DOS (see your DOS manual for information on copying files).

3. **Display Keyboard Table**
   Shows you which keys are selected for each function. This is important to make sure you haven't used the same key for more than one function.

4. **Print Keyboard Table**
   You can print your list of keyboard commands if you have a printer. Choose this option and you're prompted for a filename to save an ASCII text file to. For example, if you typed **PRINT.TXT** then the keyboard commands are sent to that file, creating it if required. You can later print this text file from DOS (see your DOS manual for information on printing files). Don't use TRANS.EXE as your filename.

5. **Change Keyboard Table**
   Use the up and down cursor keys to step through each function. When you get to the one you wish to reassign , press **Enter.** Now press the key or key combination you want to use for that function. For example, if you wanted to use Ctrl-G to Zoom to Knight, press **Down Cursor** until the display reads "Zoom to Knight = F3". Press **Enter** and the display changes to read "Press Keys To Activate Function". Hold down Ctrl , and CTRL will appear in the display. While holding down **Ctrl**, press **G**, and then release

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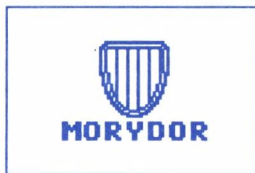
both keys. The display now reads "Zoom to Knight = CTRL G". Make all the changes you want, and press **Esc** to return to the main menu.

Don't define two functions to the same key.

MORYDOR

6. **Quit**
   Returns you back to a DOS prompt.

MANUAL NOTES
There are a few points where the IBM version of Populous is different from what the manual describes. Here is a list of differences.

* The manual refers to your machine as the "Computer", whereas your game refers to it as a"PC."

* As a reminder, the cursor in the Closeup Map changes from a crosshair to a square if you're unable to build.

* To access a landscape in Paint Map mode, don't press a number. Instead, press = (or +) to step forward through the worlds, and press - (dash) to step backward. Don't try to go past the last landscape or you'll be asked for another data disk, which isn't available. If this happens, select Cancel.

* If you're playing Populous with a Hercules, CGA, EGA or Tandy video card, then the colors are different from those described in the manual. CGA1 refers to the predominantly Purple and White palette that is used for the Ice worlds, and CGA2 Refers to the predominantly Red and Yellow palette used for the other worlds. Here is a list of the colors you'll see for each video mode.

NIMOXPAL

	CGA1	CGA2	EGA/Tandy
Closeup Map			
Good Walkers	White	Yellow	Blue
Evil Walkers	Flashing Purple	Red	Red
Book of Worlds			
Good Walker	Flashing Black	Flashing Black	Blue
Good Settlement	Black	Black	White
Evil Walker	Red	Flashing Red	Red
Evil Settlement	Purple	Red	Grey
Rocks	Purple	Red	Grey
Quadrant 4 of the Information Shield			
Yellow Bars	White	Yellow	Yellow
Green Bar	Purple	Red	Green
Orange bars	Purple	Yellow	Red
Large blue bar	White	Yellow	Blue
Large red bar	Purple	Red	Red

Hercules mode

If you are playing in Hercules mode, then the good walkers are lightly shaded and the Evil Walkers are heavily shaded.

On the Book of Worlds, good walkers are depicted as dark flashing dots and evil walkers are light flashing dots.

Evil settlements and rocks are depicted as light spots and Good settlements are dark spots.

TWO PLAYER GAME

To play the Two Player game, refer to the instructions below that apply to your setup in addition to the instructions in the manual.

BILEAPERT

Note: There's a new box in the Initialize Communications menu for choosing a COM port. Select the arrows beside the box or use the right and left cursor keys on the keypad to choose a COM port from 1 to 4. Note: You must choose a valid COM port for your machine.

Datalink Mode

Connect both machines with the appropriate cable before loading Populous. Other than the following exception, playing Populous in datalink mode is the same as the manual describes.

• The kind of null modem cable you'll need depends on the number of pins *both* computers have in their serial ports. Most serial ports have a 25-pin male connector, but some have only 9-pins. Both you and your opponent should check your machines to see how many pins your serial ports have. Your modem cable will have to be constructed with female connectors to fit the serial ports on both machines. There are three possible configurations for your null modem cable:
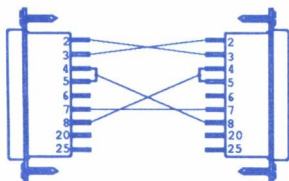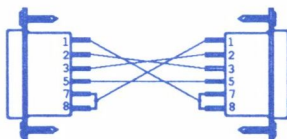
25-pin to 25-pin   9-pin to 9-pin   25-pin to 9-pin

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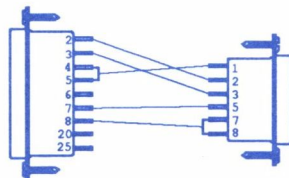
Modem Mode

With the following exceptions, playing Populous over a modem is the same as the manual describes.

* You can't type in baud rates or com port designations. Just select the arrows beside each box to choose a baud rate from 110 to 9600 or com port 1 to 4. Use the right and left cursor keys on the keypad to change your selection if you're in Keyboard mode.

* If you get the message "COMMS PORT NOT FOUND", then select a different COM port. The one you picked either doesn't exist or it's being used by another device.

* If you attempt to connect to an opponent and the mouse pointer stops moving (if you're using the mouse as your Control Device), then the COM port you tried to use was the same as the mouse is using. You must quit and re-boot the game. Don't try to use this COM port again; choose another one.

Network Mode

Note: *Ask your network administrator to set up the shared directories.* Populous has been tested on a 3Com 3+ 1.3.1 MS-DOS network, and it should work on most NetBios compatible networks. We assume no responsibility for any damage caused by use of Populous on a network.

Create a shared directory between the two players' computers with Read, Write & Create rights (this needs to be done only once). On a 3Com network, for instance, your commands might look like this (from DOS):

```
3F LINK F: /NP
F:
MD DATA
3F SHARE DATA=F:\DATA /RWC
3F UNLINK F:
```

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HEAVQUET

Each time you want to play a game on the network, both players must first link to the shared directory. On a 3Com network, for instance, your commands might look like this (from DOS):

3F LINK F: \\\<the network name of person who created shared directory>\DATA

Both players can now load Populous. Once the game is loaded, they must bring up their Initialize Communications menu by selecting Game Setup and then Two Players. Select the button for Datalink and it changes to Modem. Select Modem and it changes to Network. A Network command line will appear with F: in it.

Now one player should select I AM EVIL, and then both players should select CONNECT ME. If you see the message "Comms Port Not Found," select Cancel to ignore the message and continue.

When you have completely finished a network session of Populous, both players must UNLINK from the shared directory even if each player is imme-diately going to play another game by themselves.

ALPUPIL
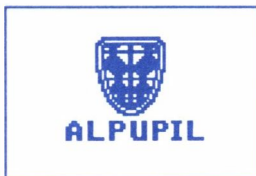
Additional Warranty Exclusions:

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